

HERO QUEST

14+

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Quest Book



The fire burns warmly, but casts little light into Mentor's study. The flickering shadows only hint at the vast number of books and scrolls that fill the many shelves. Slowly, Mentor walks over to the fire.

"Well, my friends, your training is complete. You are not yet true heroes; you have yet to prove yourselves. But first, let me tell you of Zargon....

"Many centuries ago, Zargon was my apprentice. The young sorcerer worked hard and learned quickly. But impatience devoured Zargon, who wanted to learn more powerful magic. I spoke of the dangers, and cautioned patience, for in time my apprentice would become a great sorcerer. But Zargon could not wait, breaking into my study each night to read my spell books. The secrets held within them were great indeed. Upon learning these secrets, Zargon fled.

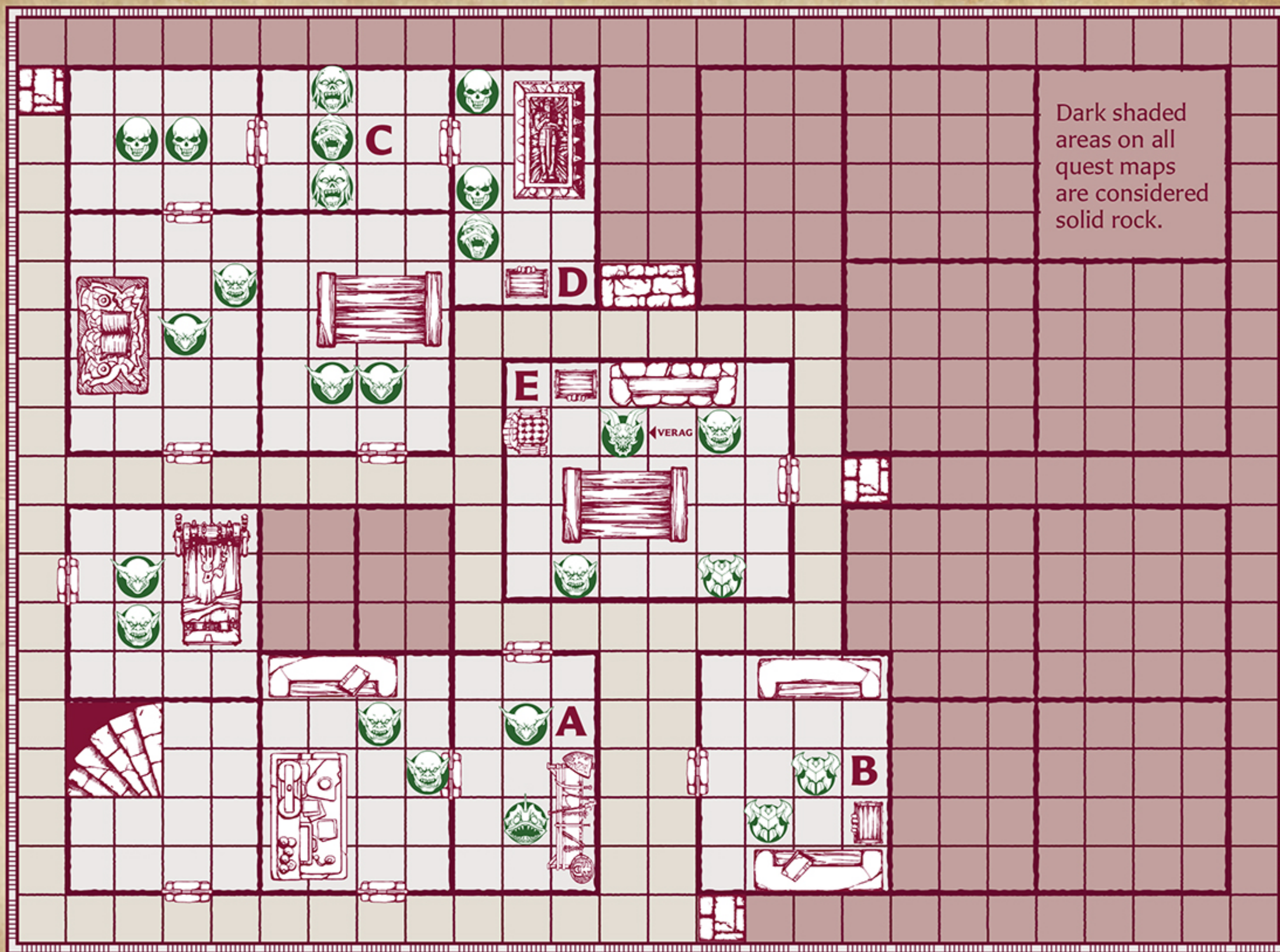
"When I caught up with Zargon, I found my former apprentice greatly changed, having pledged allegiance to the great powers of Dread. Fool! Zargon saw magic only as a shortcut to power and paid no heed to the terrible price that would have to be paid. I tried to reason with Zargon, but to no avail. The evil sorcerer laughed in my face and then unleashed a terrible spell that I was hard-pressed to counter. For many

days we battled, but Zargon had allies stronger even than I, and I could not defeat them. In the end, as we both weakened, Zargon fled and sought refuge in the Northern Dread Wastes. There the evil sorcerer licked battle wounds and honed skills, conjuring ancient powers with which to overthrow the Realm.

"I must observe and measure the strength of Zargon's magic. The powers the evil sorcerer has called upon will destroy us all if I relax from this vigil. Zargon's legions threatened us once before. Then it was Rogar who aided me and defeated them. Now they are on the march again; already they have assailed the Borderlands. The Realm must again look for heroes and to this end have I trained you.

"Each of you must complete fourteen quests. If you do this, you will be acclaimed as champions of the Realm and dubbed Sovereign Knights. Only then will you be on the road to becoming true heroes. I shall speak with you again on your return. If you return...."





At the beginning of each quest, only the parchment text should be read aloud to all players.

QUEST 1 The Trial

"You have learned well, my friends. Now has come the time of your first trial. You must first enter the catacombs that contain Fellmarg's tomb. You must seek out and destroy Verag, a foul gargoyle

that hides in the catacombs. This quest is not easy, and you must work together in order to survive. This is your first step on the road to becoming true heroes. Tread carefully, my friends."

Zargon, you may tell everyone that there are no traps or secret doors in this first quest. However, you should also warn them that this is a tough adventure. It is meant to show the players that their chances of survival depends on how well they work together.

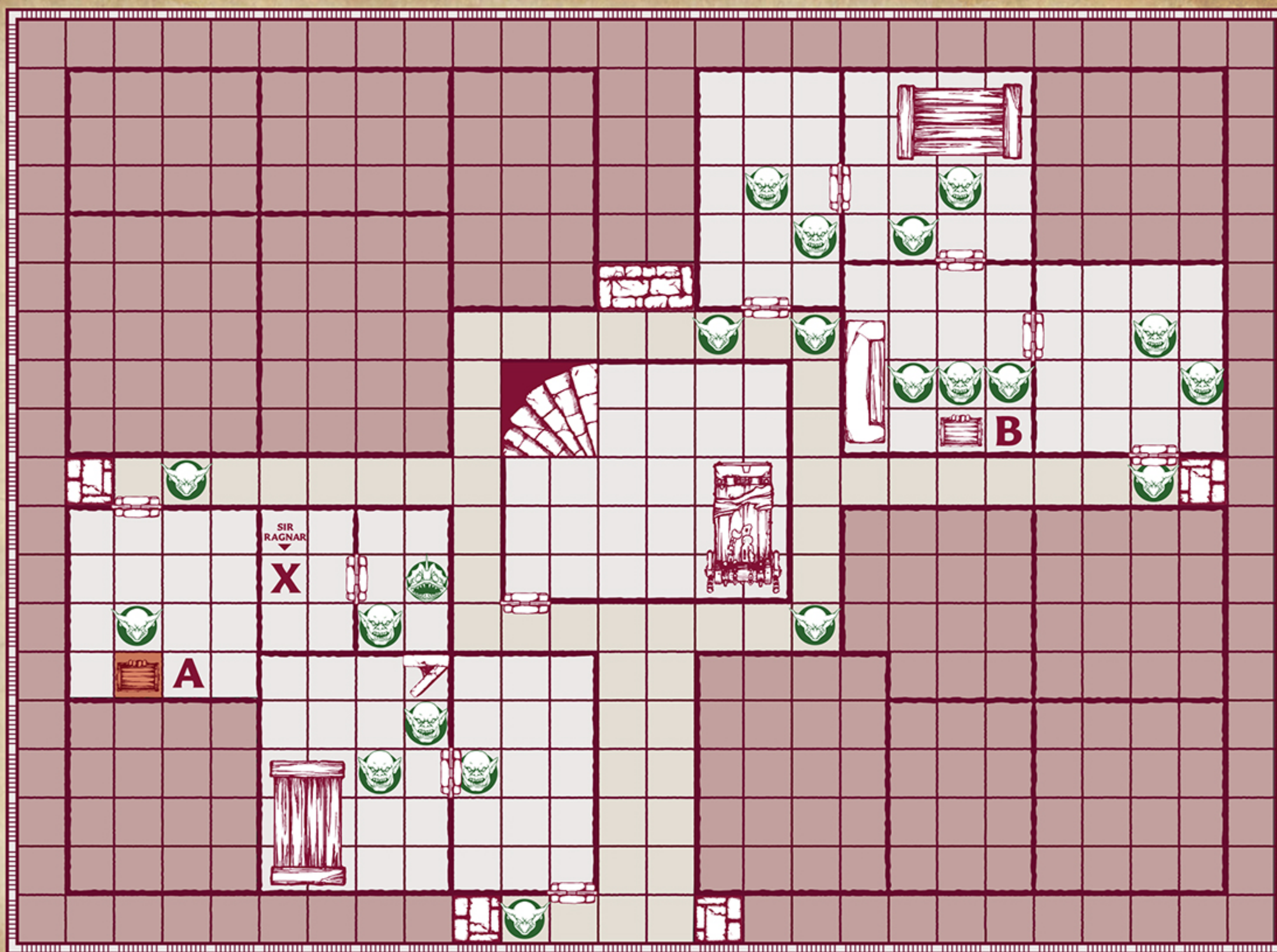
In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

NOTES

- A.** The weapons on this weapons rack are chipped, rusted, and broken. There is nothing here that the heroes would want.
- B.** This treasure chest is empty.
- C.** This mummy is the guardian of Fellmarg's tomb and was once a mighty warrior. It rolls 4 Attack dice instead of 3.
- D.** The first hero who searches for treasure finds 84 gold coins in this treasure chest.
- E.** The first hero who searches for treasure finds 120 gold coins in this treasure chest.



Wandering Monster in this Quest: Orc



QUEST 2

The Rescue of Sir Ragnar

"Sir Ragnar, one of the King's most powerful knights, has been captured. There is reason to believe that he is being held prisoner by Ulag, the orc warlord. You are to find Sir Ragnar and bring him back to the stairway.

Prince Magnus offers a reward of 240 gold coins, to be divided among the heroes, if they rescue Sir Ragnar. No reward is earned if Sir Ragnar is killed during the escape."

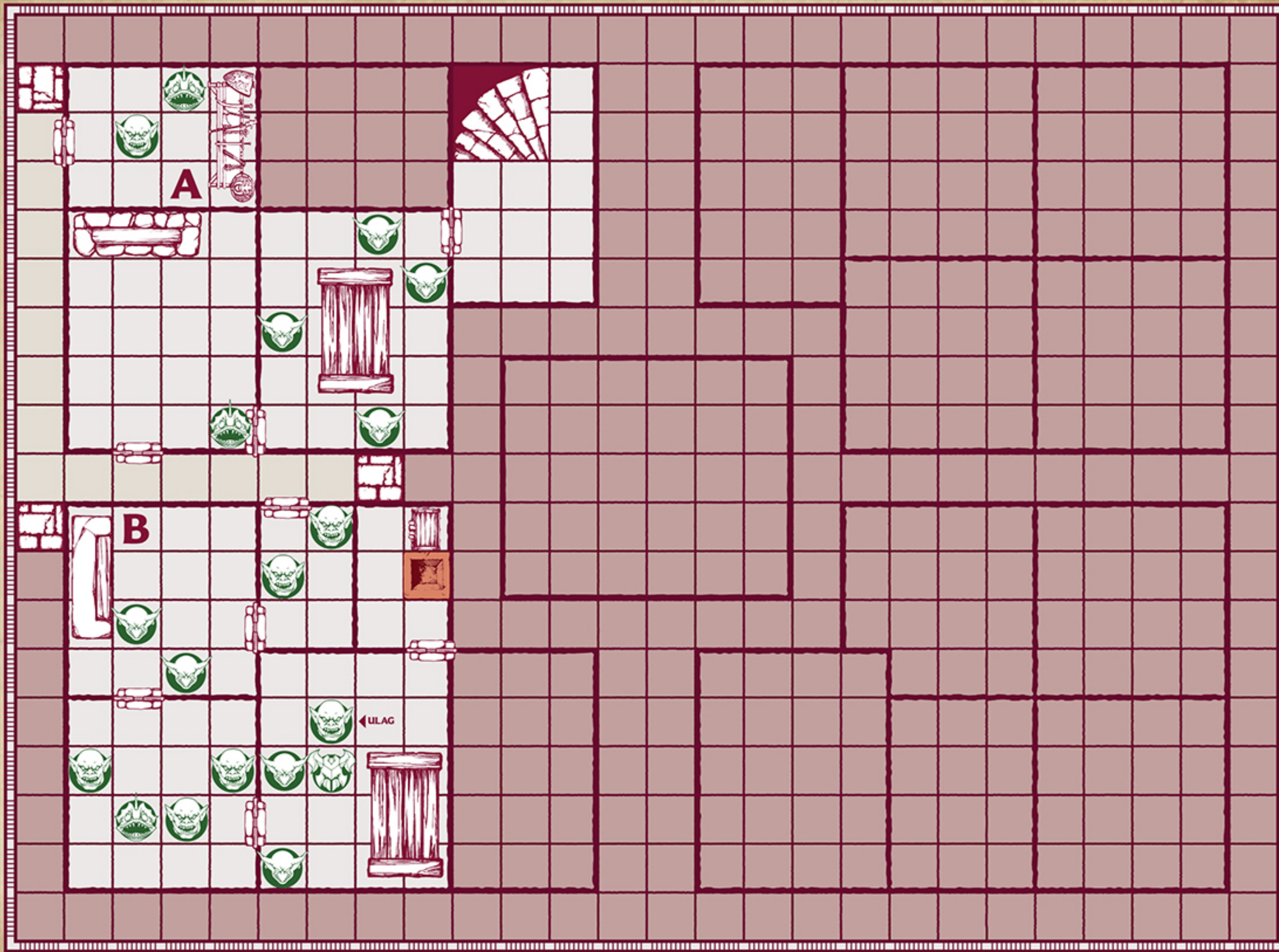
NOTES

- A. The treasure chest has a trap with a poison needle in it. If a hero searches for treasure before the trap is disarmed, they lose 1 Body Point. The chest is empty.
- B. The first hero who searches the room for treasure finds 60 gold coins inside this chest. They also find a *potion of healing*, which restores up to 4 lost Body Points when consumed.

Finding Sir Ragnar: When Sir Ragnar is found, an alarm sounds. Use the plastic Dread sorcerer figure to represent Sir Ragnar on the board. Place all remaining monsters, doors, and furniture on the board. All doors are now open. Sir Ragnar should be moved by the hero who opened the door to his cell. (Heroes cannot search for treasure in the cell.) That hero takes their regular turn first, then rolls 1 red die to move the wounded knight. Sir Ragnar must be moved back to the stairs alive in order for the heroes to collect the reward (see parchment text above). Sir Ragnar may not attack but may roll 2 Defend dice. He has 2 Body Points left.



Wandering Monster in this Quest: Orc



QUEST 3

Lair of the Orc Warlord

“Prince Magnus has ordered that the orc warlord, Ulag, who was responsible for the imprisonment of Sir Ragnar, be sought out and destroyed. When Ulag is destroyed, the heroes

are to be rewarded 180 gold coins to be divided among them. Any treasure found in Ulag’s stronghold may be kept by the finder alone.”

NOTES

- A. This is the orc’s armory. The first hero who searches for treasure finds a staff weapon that they may add to their character sheet or may give to another hero. This staff is exactly like the one described in the armory.
- B. The first hero who searches for treasure finds 24 gold coins and a *potion of healing* in the cupboard. The potion restores up to 4 lost Body Points when consumed.

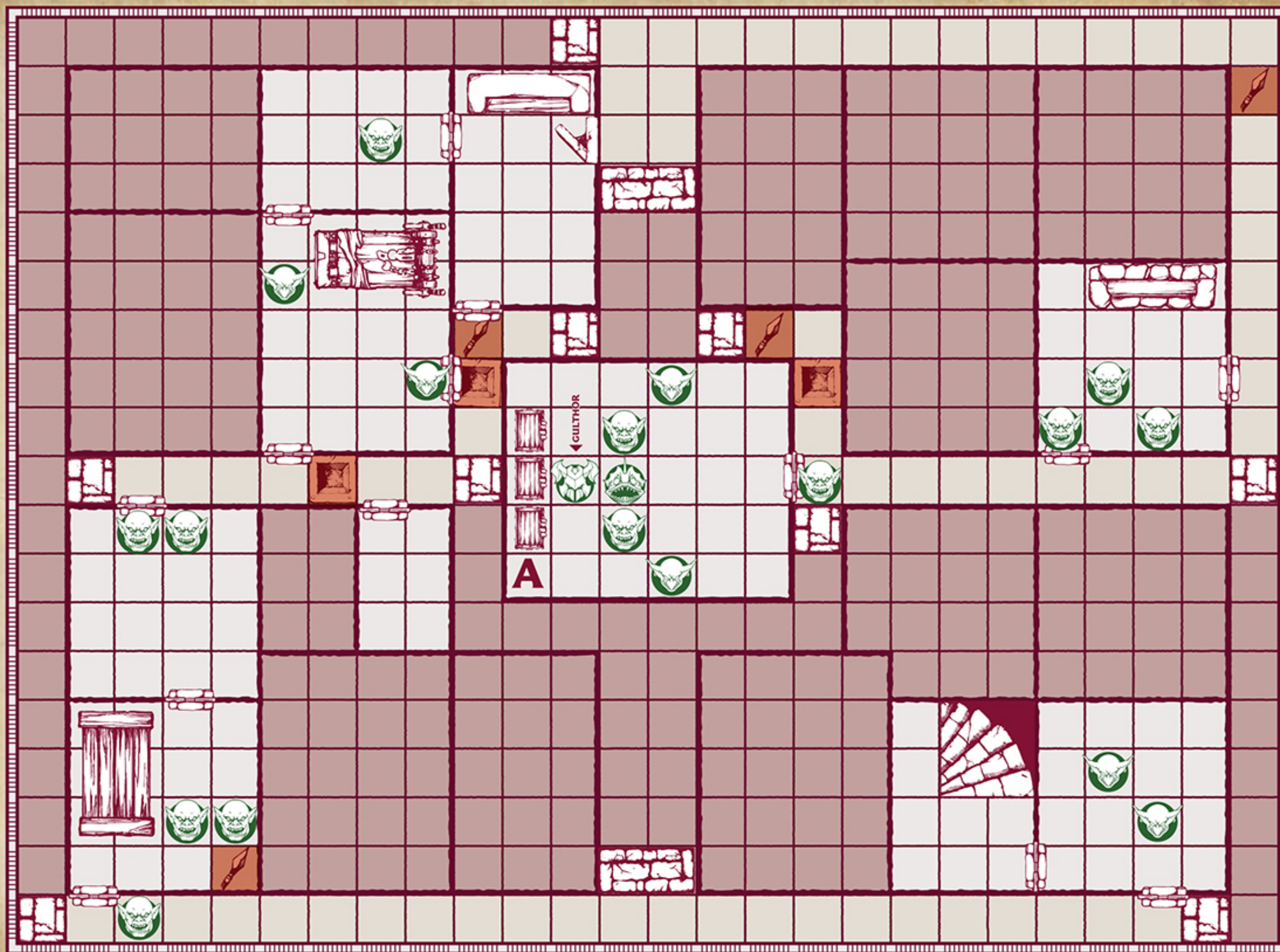
ULAG:

Use the orc figure with the large sword to represent Ulag. Ulag has the following stats:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	4	5	2	3



Wandering Monster in this Quest: Orc



QUEST 4 Prince Magnus' Gold

"Three treasure chests have been stolen while being taken to the King. A reward of 240 gold coins has been offered to any group of heroes who return the chests and all of

the gold. The thieves are a well-known band of orcs whose lair is in the Dark Mountains. They are led by Gulthor, a Dread warrior."

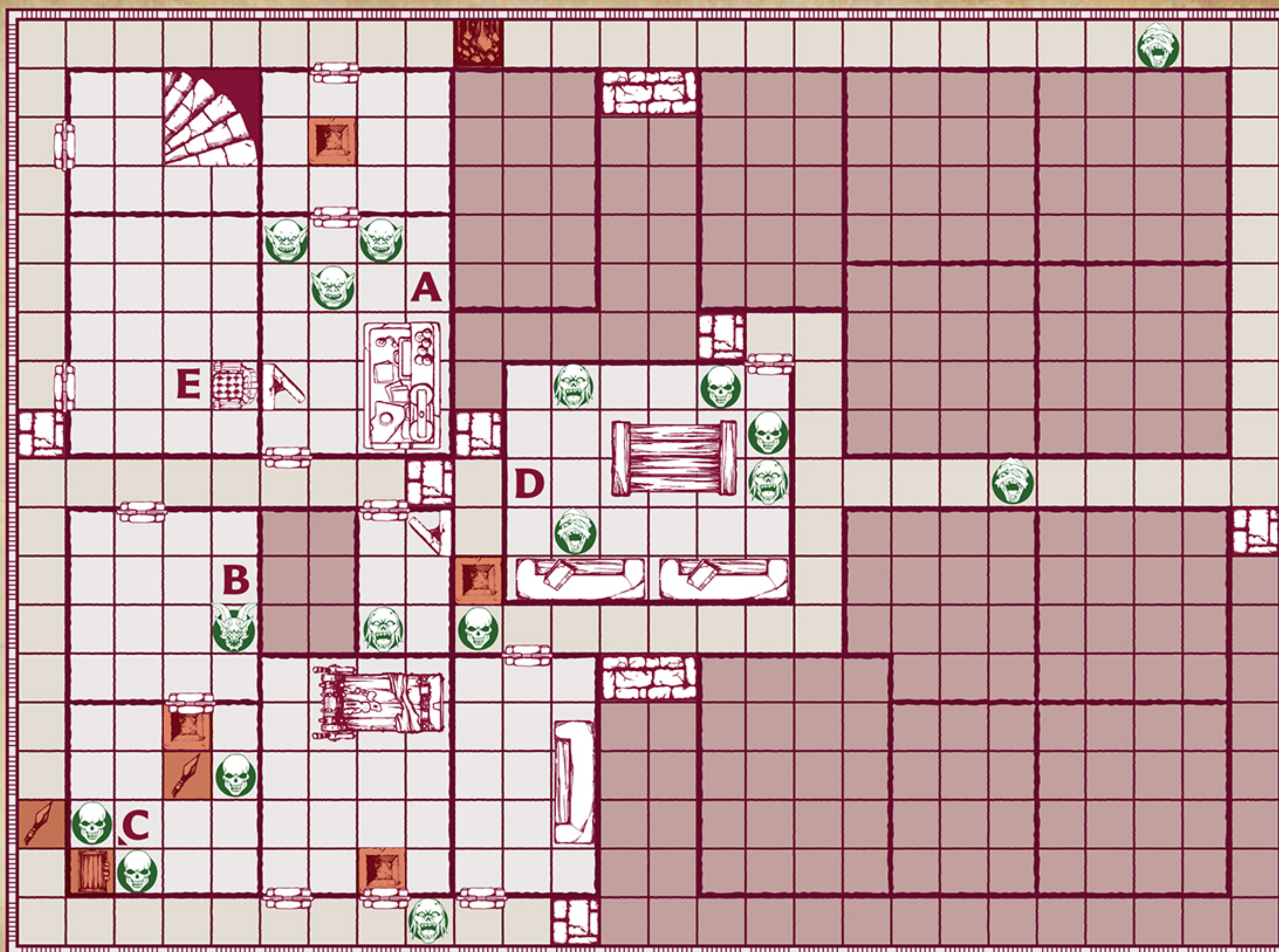
NOTES

- A.** These are the three chests. They are marked with the prince's royal seal. Each chest is locked and contains 250 gold coins and other items of value to Prince Magnus and the King. A hero can carry only one chest at a time. When carrying a treasure chest, a hero can only roll 1 red die for movement.

The heroes cannot keep the gold inside the treasure chests.



Wandering Monster in this Quest: Abomination



QUEST 5 Melar's Maze

"Long ago, a powerful wizard by the name of Melar created a **Talisman of Lore** that enhances the wearer's understanding of magic. It is rumored that Melar hid the talisman in an underground laboratory

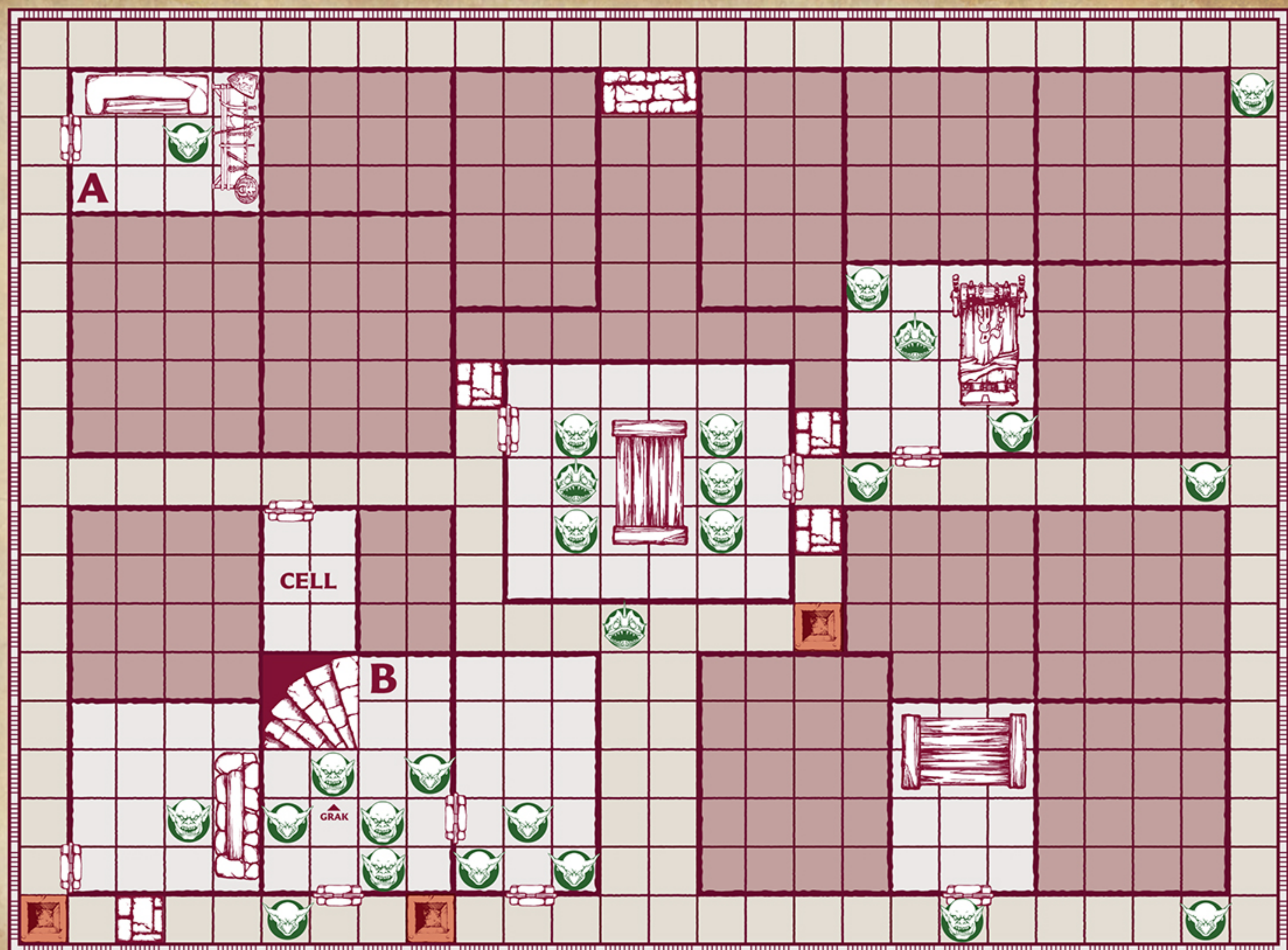
at the heart of his maze, fearing it might be stolen by the evil minions of Zargon. As you search for the talisman, beware of many traps and deadly monsters."

NOTES

- A.** The first hero to search for treasure finds a half-filled flask sitting on the alchemist's bench. It is a *potion of healing* that restores up to 2 lost Body Points when consumed.
- B.** This chamber contains a gargoyle that appears to be a stone statue. The gargoyle does not move at first and only comes to life after one of the heroes opens the door that leads into the next room. The gargoyle cannot be harmed (takes no damage) until it has either moved or attacked a hero.
- C.** The chest is filled with poisonous gas—it is a trap! If a hero searches for treasure before the trap is disarmed, they lose 2 Body Points. The chest also contains 144 gold coins. There is no other treasure in this room.
- D.** The first hero who searches for treasure finds the *Talisman of Lore*. The talisman is a magical artifact. Its use is explained on the matching artifact card.
- E.** If a hero searches for secret doors, they find nothing on either side of the wall. However, if a hero searches for treasure they find Melar's key. Upon touching it, the key disappears and the throne slides sideways, revealing a secret door!



Wandering Monster in this Quest: **Zombie**



QUEST 6

Legacy of the Orc Warlord

“Ulag’s foul offspring, Grak, has sworn revenge on those who killed his father. Although it has taken him several months, he has finally tracked you down and captured you in an ambush. Now you are all held prisoner in his

dungeons while he decides when and how you will meet your fate. While the guard sleeps outside your cell, you manage to pick the lock with an old rat bone. You must find your equipment and escape to the stairway.”

NOTES

Heroes begin their quest in the room marked, “Cell.” Heroes cannot search for treasure in the cell. All of the heroes’ equipment has been taken. They may not use any equipment (weapons, armor, potions, etc.) or cast any spells until they locate their equipment. A hero with no weapons or armor rolls 1 Attack die and 2 Defend dice.

- A. The heroes’ equipment is stored in the cupboard in this room. When the room is searched for treasure, the equipment is found. Each remaining hero must then enter the room to collect their belongings. The heroes may again cast spells once they enter the room and reclaim their magical powers.
- B. These stairs lead out of the dungeon to freedom. Any hero who manages to move onto the stairway tile has

escaped. Use an orc figure for Grak. He is an extra tough-looking orc who holds a staff exactly like the one described in the armory. Grak also wears a *Wizard’s Cloak*. Its use is explained on the matching artifact card. If Grak is killed, the cloak is of special interest to the wizard. Give them the matching artifact card.

GRAK:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	4	4	3	3

Grak knows 3 Dread spells that he may cast (one per turn) instead of attacking. The spells are: *fear*, *sleep*, and *tempest*. (Refer to the Dread spell cards for details.)

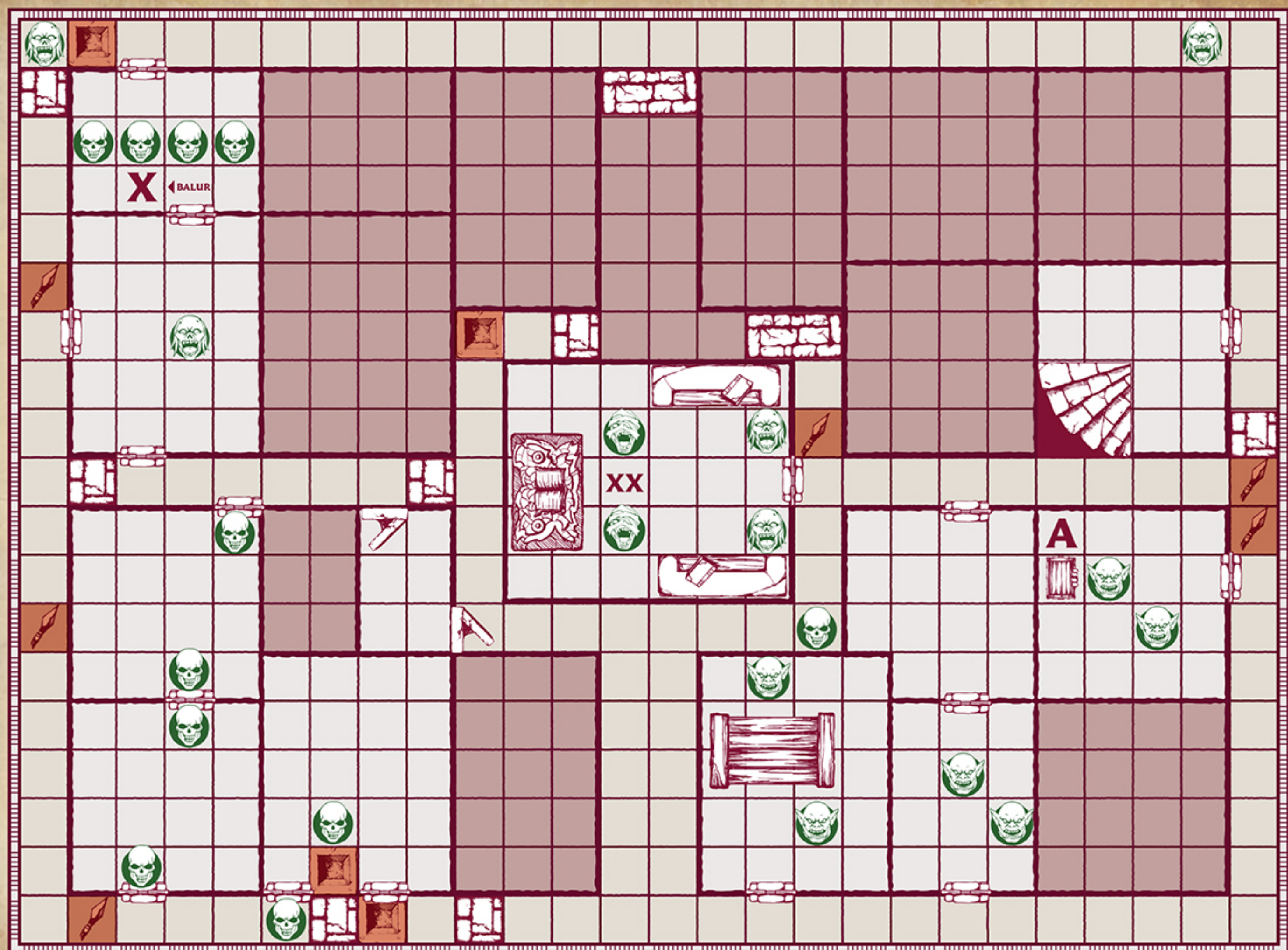


Wandering Monster in this Quest: Abomination



NOTES

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QUEST 8 The Fire Mage

“The orcs of the Dark Mountains have been using Elemental fire magic in their raids. Balur, the fire mage, is thought to be responsible for helping them. No fire magic can harm Balur and the King’s wizards are unable to

counter his spells. You have therefore been chosen to enter his lair, deep beneath Darkfire Crag. His Majesty offers each hero a reward of 100 gold coins for Balur’s destruction.”

NOTES

Use the Dread sorcerer figure for Balur. Fire spells do not affect him.

Balur has the following spells, which he may use once during the quest: *ball of flame*, *firestorm*, *tempest*, *summon orcs*, *fear*, and *escape*. (Refer to the Dread spell cards for details.) The *escape* spell teleports him to the square marked “XX” in the middle room. If Balur uses the *escape* spell, do not put him onto that square until the heroes open the door.

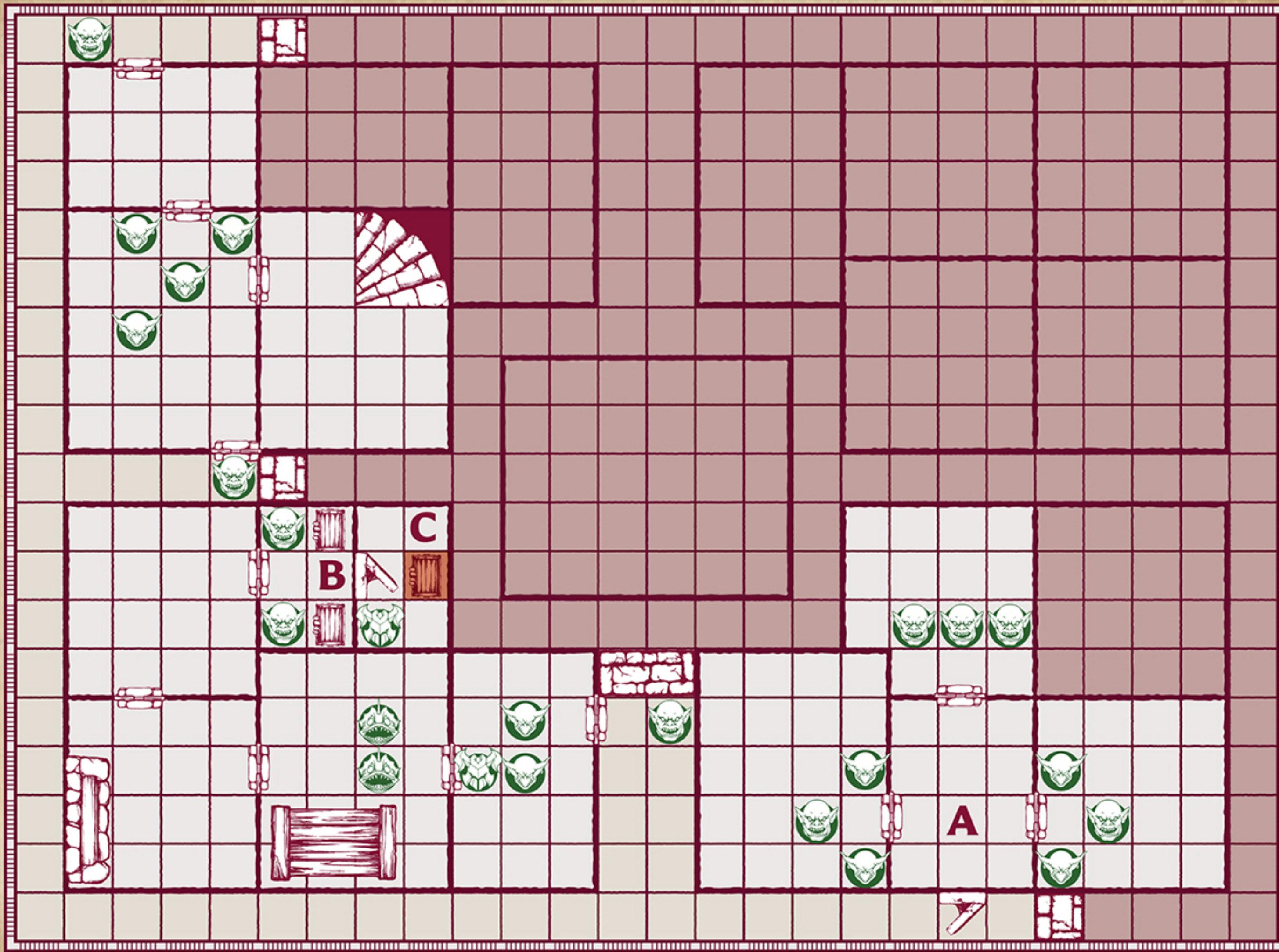
- A.** The treasure chest contains 150 gold coins and the artifact called the *Wand of Magic*. Its use is explained on the matching artifact card.

BALUR:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	2	5	3	7



Wandering Monster in this Quest: Abomination



QUEST 9

Race Against Time

"A guide has led you into an underground maze that is rumored to hold a great secret. He has led you down many dark corridors and finally you find yourself in a room with three doors. Suddenly the guide puts out his

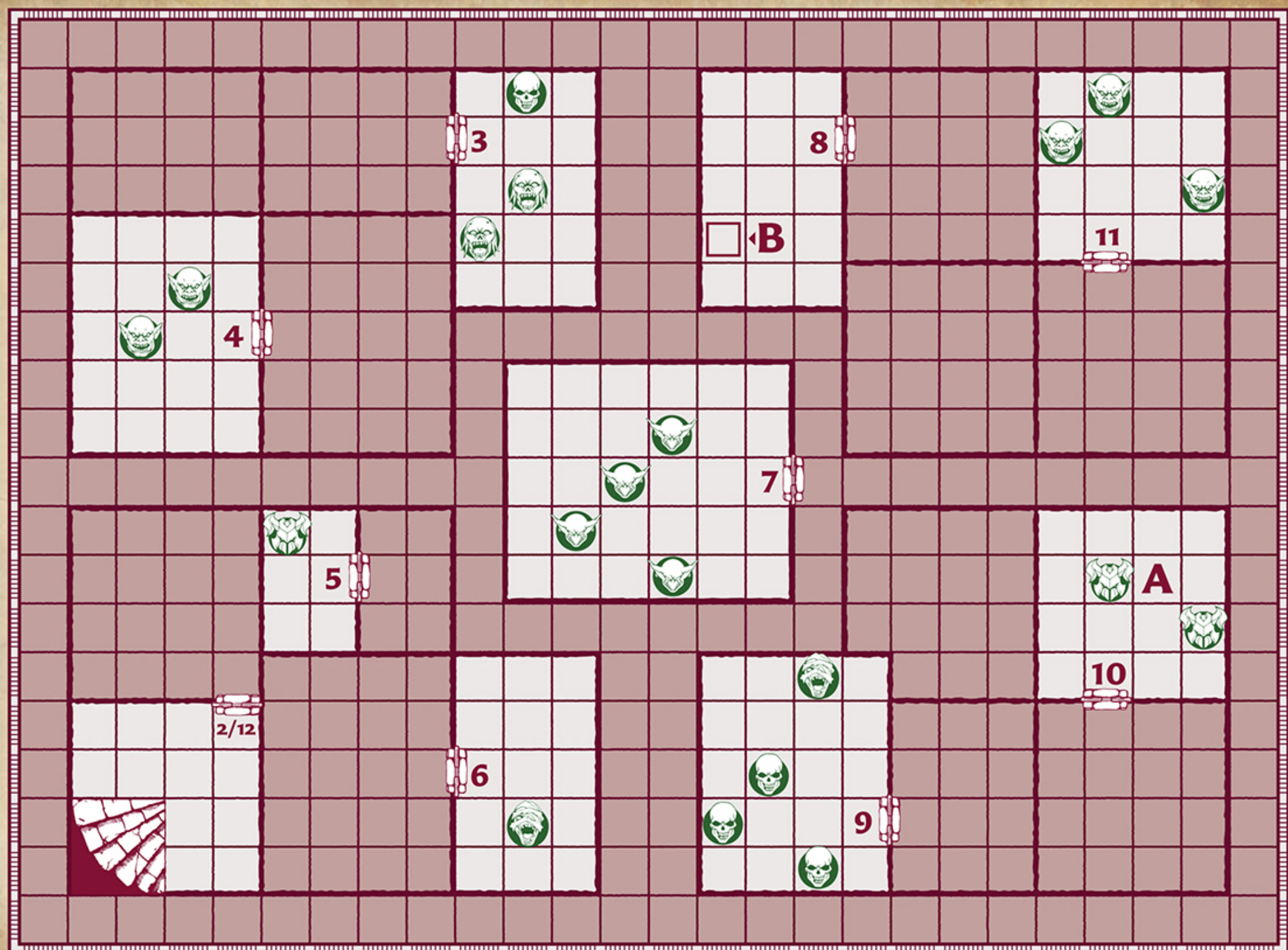
torch and in darkness you hear him laugh. 'Farewell, my heroes,' he taunts as he makes his escape. You realize to your horror that it is a trap! You must escape (make it back to the stairway) or perish in this dark, forgotten hole."

NOTES

- A. This is the room where the heroes begin their quest.
- B. These treasure chests each contain 100 gold coins.
- C. This chest has a trap with poisonous gas. If a hero searches for treasure before the trap is disarmed, they lose 3 Body Points. Inside the chest is the artifact called the *Elixir of Life*. Its use is explained on the matching artifact card.



Wandering Monster in this Quest: Abomination



QUEST 10 Castle of Mystery

“Long ago, a wizard named Ollar discovered the entrance to a gold mine. Using his great powers, he built a magic castle above the mine to protect it. The lower chamber of the castle has many magical doors and is

guarded by a host of monsters who were trapped in time. Can you find the entrance to the gold mine? Others have tried, but the castle thwarted them every time.”

NOTES

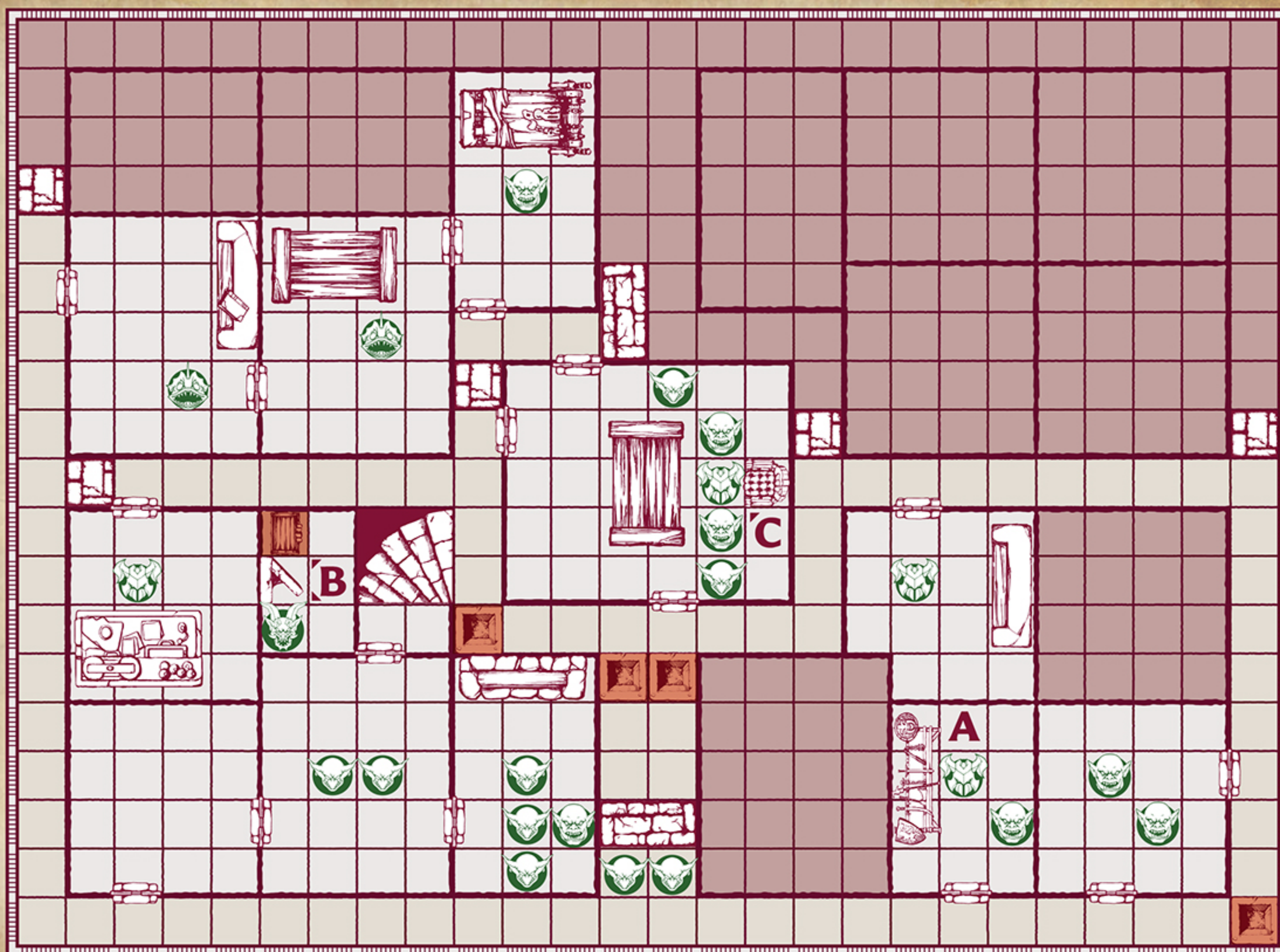
As soon as a hero moves through any door, they must stop immediately and roll 2 red dice. They are then teleported to the square with the same number as the dice total. If that square is already occupied, they land on the hero or monster in the square. The hero or monster that is landed on loses 1 Body point, and, if still alive, must roll 2 red dice to see where they are teleported. If the same square number is rolled, roll again. The first teleported hero remains on the square. Heroes may only pass through one door per turn!

A. If both of these Dread warriors are defeated, the first hero to search for treasure finds that one of the warriors was wearing the magical artifact called the *Ring of Return*. Its use is explained on the matching artifact card.

B. This square is the entrance to the mine. Any player who enters this room may take 5,000 gold coins. However, as long as they are carrying the gold, they may not attack or defend themselves. If the hero puts the gold down, it disappears back into the mine.

The quest is over when all of the monsters are killed or when all of the heroes have left the quest by returning to the stairs on a roll of 2 or 12. When the game is over, tell the players that all the gold found at the mine entrance is fool's gold and is worthless. Any other treasure that is found is real.

Wandering Monster in this Quest: Ollar's ghost appears, chuckles wildly, and disappears



QUEST 11 Bastion of Dread

"Lands to the east have been plagued by marauding orcs and goblins who have allied themselves with Zargon. The King has ordered that a band of worthy heroes should be sent forth to destroy them. The orcs are well-protected in a strong underground fortress known as the Bastion of Dread. They

are led by a small group of Dread warriors. You must fight your way in and kill all of the monsters you find. A hero earns a bounty of 10 gold coins for each goblin killed; 20 gold coins for each orc killed; 30 gold coins for each abomination killed; and 50 gold coins for each Dread warrior killed."

NOTES

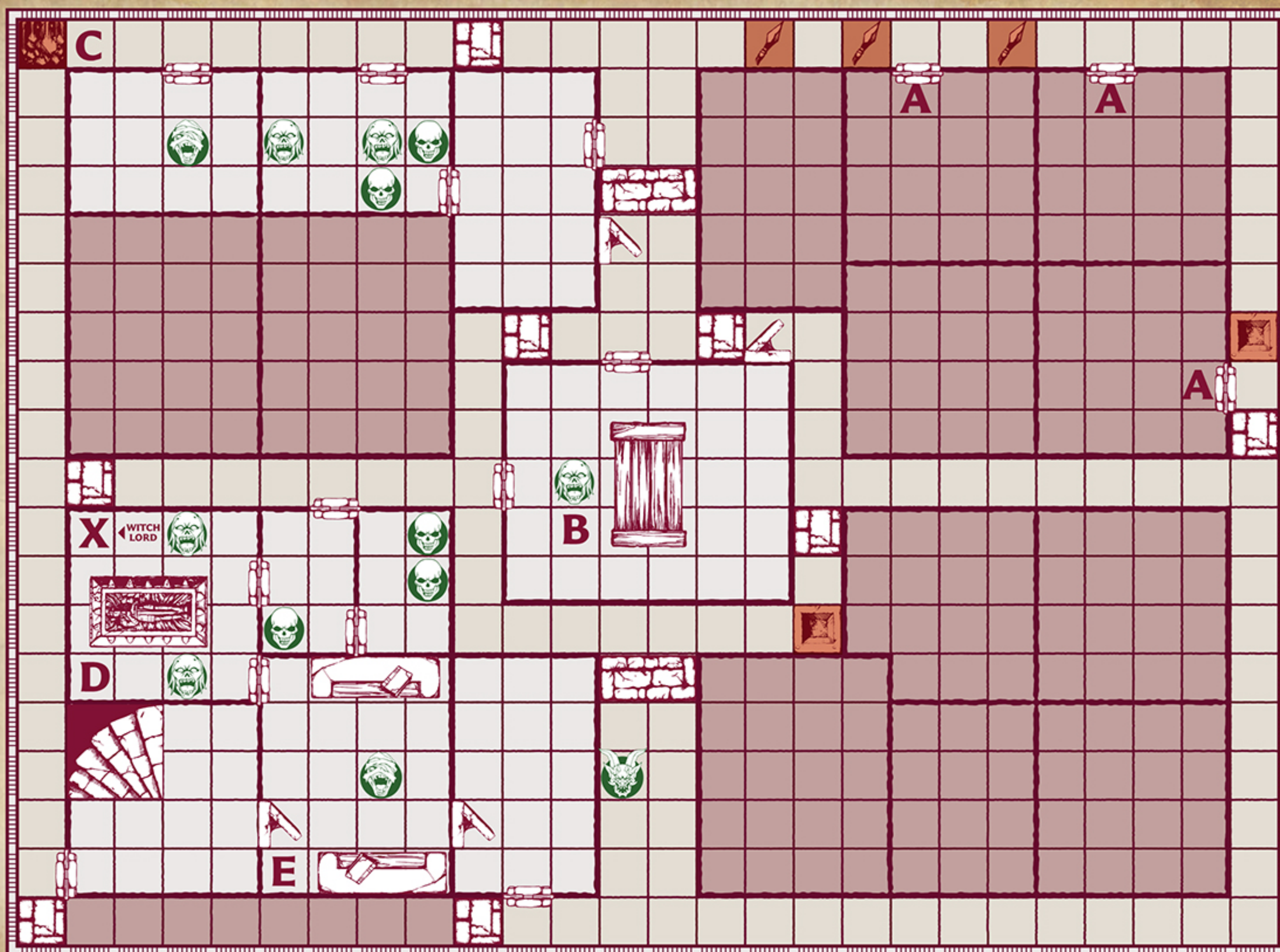
- A. This is the armory. The first hero to search for treasure finds a shield exactly like the one described in the armory. All the other weapons here are unusable.
- B. The gargoyle appears to be a stone statue that does not move. The treasure chest is a trap. If a hero searches for treasure before the trap is disarmed, the gargoyle springs to life and immediately attacks. If a hero disarms the trap first, they discover (are told by you) what would have happened if they

had searched for treasure. The gargoyle cannot be harmed until it has either moved or attacked a hero.

- C. This Dread warrior has a magic sword. Whoever kills the Dread warrior may take the sword as a prize. The sword is the artifact known as *Orc's Bane*. Its use is explained on the matching artifact card.



Wandering Monster in this Quest: Abomination



QUEST 12

Barak Tor—Barrow of the Witch Lord

"War with the eastern orcs is brewing and the King needs to unite the lands for the conflict to come. To do this, you must find the ancient Star of the West as worn by the Rulers of Legend in ages past. A reward of 200 gold coins is offered (to be divided evenly among all heroes) when

the Star of the West is returned to safety. The Star of the West lies in Barak Tor, the resting place of the evil Witch Lord. He was defeated by the magical **Spirit Blade** long ago. This blade is the only weapon that could harm him."

NOTES

- A. These are false doors and cannot be opened at all.
- B. The Star of the West is in the zombie's hand.
- C. This is a special falling-block trap that collapses automatically after the last hero passes by it. It is not sprung by the heroes as they move onto the square. After it falls, it forever blocks that path back to the stairs.
- D. This is the tomb of the Witch Lord. The Witch Lord is released from his imprisonment when the first hero enters the room. Use the Dread sorcerer figure to represent the Witch Lord on the board. Read the text that follows to the players.

*"You have broken the magic seal that kept the Witch Lord imprisoned. Now he has awoken, and you must run. Only the **Spirit Blade** can harm him."*

- E. The first hero to search for treasure finds a magical staff hidden behind the bookcase. It is the artifact known as the *Wizard's Staff*. Its use is described on the matching artifact card.

The Witch Lord: The Witch Lord is not affected by any weapon or spell. Only the *Spirit Blade* can harm him. The heroes must try to recover the *Spirit Blade* in the next quest. The Witch Lord moves 1 space per turn and rolls 2 Attack dice. He also knows the following spells: *summon undead*, *fear*, *command*, and *ball of flame*. (Refer to the Dread spell cards for details.)



Wandering Monster in this Quest: Skeleton



Only this ancient weapon can harm the Witch Lord. The **Spirit Blade** was forged by the dwarves of the World End Mountain and cooled in the elven Fountain of Leben. The sword now lies somewhere in an ancient ruined temple.”

- A.** The first hero who searches for treasure finds the *Spirit Blade*. It is a magical artifact. Its use is explained on the matching artifact card.
- B.** The treasure chest contains 200 gold coins.



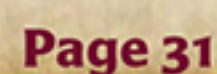


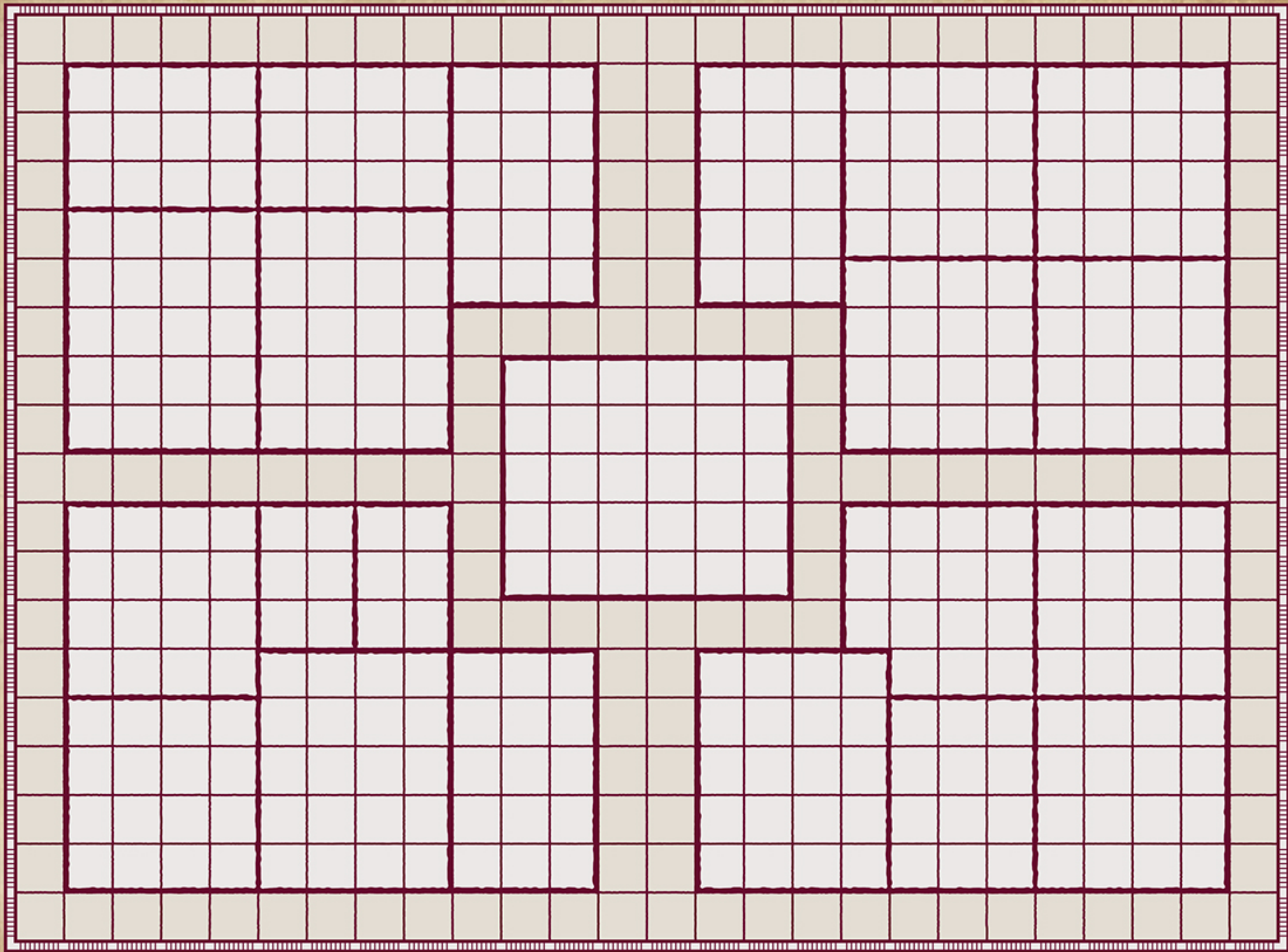
you fail, the Witch Lord will lead his army of undead and attack His Majesty's forces from the rear. Then nothing remains to prevent the forces of Dread from overrunning the land!"

Use the Dread sorcerer figure for the Witch Lord. The Witch Lord is not affected by any weapon or spell other than the *Spirit Blade*. The Witch Lord has grown stronger! (See stats.) Also, he knows the following spells: *summon undead*, *fear* (which he can cast twice), *ball of flame*, *command*, and *tempest*. Refer to the Dread spell cards for details.

MOVEMENT	ATTACK	DEFEND	BODY	MIND
10	5	6	4	6

After this quest is successfully completed, all surviving heroes are awarded the title of “Champion” by the King.





Design Your Own Quest Adventures

Create your own exciting quests! Simply photocopy the blank map shown above, along with the symbols shown below, and use them to design your own games. Permission is granted to photocopy this document for personal use.

Mark the map with the various monster, furniture, and trap symbols. Then write a short paragraph to explain the adventure and you're ready to play.

Goblins        

Orcs      

Skeletons    

Zombies  

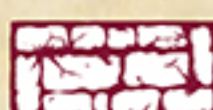

Abominations  





Mummies  


Dread warriors    









Falling-block traps        





Blocked squares        



Double-blocked squares  




Secret doors    









Stairs 

Spear traps        

Pit traps    

Tables  

Chests   

Doors        

Bookcase 

Sorcerer's table 

Alchemist's bench 

Throne 

Fireplace 

Cupboard 

Tomb 

Rack 

Weapons rack 

The Monsters



Goblins

These green-skinned creatures are small and quick. Despite their stature and lack of brute strength, they are dangerous foes.



Orcs

Orcs are related to goblins but are larger and much more powerful. They form the rank and file of Zargon's armies. Those who are allied with the evil sorcerer are fierce and deadly warriors who should never be underestimated.



Abomination

Little is known of these monsters. The hulking amphibious humanoids are used by Zargon to enforce his tyranny and are quite dangerous even when encountered individually.



Dread Warriors

These humans have become monsters—minions of darkness. They are always heavily armored and often bear weapons enchanted with Dread magic. These Dread warriors strike fear into all but the bravest (or most foolish) of opponents.



Skeletons

The animated remains of long dead warriors, skeletons form the bulk of the armies of the undead. They are slow but relentless, controlled by Dread magic.



Zombies

Like skeletons, zombies are magically animated corpses. Unlike skeletons, some still bear traces of decaying flesh and muscle. Their movements are slow and awkward, and they carry the stench of the grave wherever they go.



Mummies

Embalmed and preserved by secret and magical arts, mummies are controlled by a more powerful version of the magic that animates zombies and skeletons. They are very hard to overcome in single-handed combat.



Gargoyles

These foul creatures are also produced by Dread magic. In essence, they are stone statues of great monsters, brought to life through arcane rituals. Their stone skin makes them very hard to wound in combat.



Dread Sorcerer

This figure will be used as several different characters (both good and bad) in various quests.

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You have done well. And yet it seems your task has hardly begun. Dark clouds gather at the borders....

The King rode with his army toward Darkfire Pass, that perilous mountain route linking the Realm and the Borderlands. No such army has ever been raised in living memory. They drew up their battle lines on the grassy plains at the foot of the mountain road and waited. Ere nightfall, the sky darkened, and a great wind arose. Spine-chilling shrieks and howls echoed from the mountain tops, terrifying the horses and filling warriors with fear.

Then came the first assault. Pouring down the mountainside as though it were a gentle slope rather than an almost vertical cliff, the hordes of Zargon fell upon the Realm's defenders. Like a black wave they came; but the lines held, and it seemed we should win the day.

But I had not reckoned with Zargon's magic. The evil sorcerer stood high on a ridge overlooking the battlefield and unleashed terrible magic. Lightning flashed from Zargon's fingertips and exploded among the defenders. Our lines were breached in a dozen places at once and the enemy howled in delight.

Then came the Doomguard—Zargon's elite force of Dread knights. Our army broke and ran. Only the King's

personal guard held their ground, and many sacrificed themselves to ensure His Majesty's safe retreat.

The remnants of the King's army are now holed up in Kaba Karn—the ancient dwarven stronghold. They do not have provisions for a long siege, however, so we must act swiftly if we are to save the King and his army.

Yet there is another evil to be confronted. The Witch Lord lives. He too had magic I had not foreseen and was protected from the *Spirit Blade*. He was sorely wounded, however, and fled to his ancient retreat in the Dark Mountains. But soon he will have recovered enough to lead a legion of the undead once more.

Prepare for future quests, my friends. The Realm has great need of you. I myself cannot act against these dangers, for I must move against Zargon and strive to weaken the evil sorcerer's power. Until we meet again, take care my friends. Farewell.

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